

Ingrith (Bardings / Champion)

Hunt is your business, and big game is your prey. Following your passion, you chase down the most dangerous enemies of the Free Peoples. Like your king Bard, your skill with the bow is legendary, and your dream is to one day take down a dragon or another mighty beast of the Shadow, though you know that Men are the most dangerous beast of all. Your hunt often takes you far from home, to whichever land needs your skill in eradicating the forces of the Enemy.

Kings of Norbury: These are wild lands beyond the reach of law. Bad men need to be taken down. But keep your eyes open – bigger prey may be waiting in those ruins at the Greenway's end.

Over hill and under hill: Orcs! Finally, a worthy hunt. Their raid leader, in particular, the big one, would be a worthwhile opponent. But remember: there's always a bigger fish – who knows what else can be found wherever those Orcs hide?

Fell Winter: Who moves on the hills? Surviving outside in this weather is difficult – they would need a camp full of supplies. Tracking is easy in the snow, if the blizzard doesn't wipe off the trail.

Starting values

Treasure	106
Hope	12/14
Shadow	7

Stout-hearted: Your Valour rolls are Favoured.

Dour-handed: Add +1 to damage on a Heavy Blow, and +1 to Feat Die on a Pierce.

Dragon-slayer: When you fight creatures with Might 2 or more (creatures that make multiple attacks per round), all your attack rolls are Favoured.

Making rolls:

Roll 1 Feat die (12-sided) (2 if Favoured/Ill-favoured, pick higher/lower), add Success dice (6-sided) equal to Skill rank.

Compare sum to Target Number above.

Improving rolls:

Use 1 Hope to add 1 Success die to your roll (2 if Inspired by a Distinctive Feature).

Use 1 Hope to give 1 Success die to another hero's roll, if at least 1 rank in appropriate skill.

Success icons (6 on 6-sided dice) in combat:

Heavy Blow: Additional damage equal to your STRENGTH rating, +1 if you are using a 2-handed weapon.

Pierce: Feat die numerical result +1 if using Swords, +2 if using Bows, and +3 if using Spears (10 needed for Piercing Blow).

Conditions:

Miserable (Shadow equal or greater than Hope): Eye of Sauron automatic failure.

Weary (Load plus Fatigue equal or greater than Endurance): 1, 2, 3 on Success dice (6-sided) count as 0.

Wounded: Slower Endurance recovery. When Wounded twice, hero is Dying.